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KATSUHIRO OTOMO



BY KATSUHIRO OTOMO

CYCLE WARS

WHAT HAS GONE REFORE

he year is 2030. The world is rebuilding from World War III. In Neo-Tokyo, plans are being made to hold the next Olympics in the "old city"-where, thirty-eight vears before, the first of the bombs fell.

Kaneda and his friends. teenage delinguents, make an unauthorized motorcycle run into the old city to check out the old site. They encounter a terrified child, known only as Number 26, possessing extraordinary telekinetic abilities. During the encounter, the paranormal boy gravely injures Tetsuo, one of Kaneda's close friends. Then, he vanishes.

The next night, at Harukiya, a tough local dive, Kaneda attempts, unsuccessfully, to pick up a newcomer, Kay. In fact, she and her companion, Ryu, are part of an underground resistance group dedicated to learning what is happening in the old city and putting a stop to it.

Trouble ensues, and both delinguents and resistance fighters again encounter Number 26. Ryu attempts to reassure the paranormal boy, but Kaneda is anxious to punish him for injuring **Tetsuo**. As they arque, mysterious soldiers pursuing Number 26 reach the scene, armed and ready. A firefight results.

Then the ominous Colonel in charge of the covert operation appears with a secret weapon-Number 27, a crippled paranormal child named Masaru. Masaru astonishes the resistance fighters by addressing Number 26 as Takashi. Kay and Rvu had previously assumed that Number 26 was the Colonel's ultimate weaponthe as-yet unseen paranormal giant code-named Akira.

Kaneda provokes a crisis by pretending to threaten Takashi, who is exhibiting symptoms of drug withdrawal. Takashi responds with telekinetic upheavals. Kaneda is again. separated from the resistance fighters, but he manages to intercept and hide a pill meant for Takashi, who is recaptured by the Colonel's men.

The next day, **Tetsuo**----who following his accident was taken to a hospital by soldiersreappears in school, seemingly









Kaneda

Tetsuo

all right. However, during **Tetsuo's** treatment, the **Colonel**has learned that the delinquent
has great psychic potential.

Kaneda has a girlfriend in the school infirmary analyze the drug intended for Takashi. It is similar in substance to pills Kaneda and his friends take, but unbelievably concentrated and powerful.

Eager for action, **Kaneda**, **Tetsuo** and their gang head out for a rumble with their chief rivals—the vicious **Clown** gang.

A member of the **Clowns** comers and begins to beat **Tetsuo. Kaneda** and the rest of his friends rescue **Tetsuo,** who astonishes them, first by displaying an uncharacteristic bloodthirstiness, and then by challenging Kaneda's authority.

Determined not to let a new human weapon escape him, the **Colonel** goes to the school the next day to collect **Tetsuo**.

Under the treatments of the Colonel's chief medical officer, **Tetsuo** begins to exhibit powerful psychic abilities...and to undergo great pain.

Meanwhile, **Kaneda**, trying to spy on the **Colonel** and learn what is happening to **Tetsuo**, re-encounters the members of the resistance, and is brought back to their head-quarters. Questioned by **Ryu**, he denies all knowledge of the

stolen drug.

Kiyoko, another of the psychic children under the Colonel's control, announces to her master the disastrous news that Akira—who is asleep, and expected to remain so for some time—is going to awaken in the near future. Meanwhile, at the resistance hideout, Kaneda encounters a ghost-like apparition of himself, shouting Akira's name.

When soldiers enter the resistance hideout in force, **Kaneda** and **Kay** manage together to escape to **Harukiya**, where the bartender agrees to shelter them.

Overwhelmed by pain, **Tetsuo** breaks out of the Colonel's installation, leaving death in his wake. When he is cornered alone in the street by the **Clown** Gang, **Tetsuo** uses his burgeoning powers to slaughter those who oppose him. He takes control of the gang, letting them live in return for the massive amounts of drugs required to stave off his agony.

Kaneda, anxious to recover the motorcycle he left behind when he "joined" the resistance, eludes Kay. He is nearly caught by soldiers in the underground tunnels. Kay gets to the lost bike first, and when Kaneda joins her, they are able to escape again.



Takashi



The Colonel



Masaru



Yamagata



















































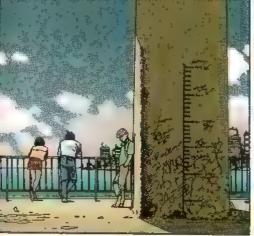


























WE GOT REPORTS ON PART OF WHAT WENT ON THERE. I DON'T KNOW EXACTLY WHAT'S GOING DOWN, BUT THEY'RE POJRING PHENOMENAL AMOUNTS OF MONEY INTO IT.











































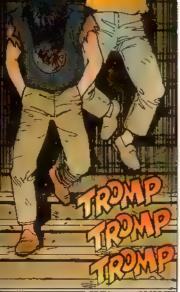




































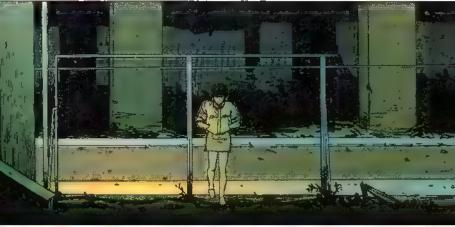




















































































































































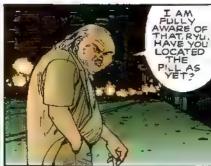


























I REMEMBER YOU VERY WELL...

NO.











































































































































MA BAR CALLED HARUKIYA, R GHT ON THE BORDER BETWEEN THE SEVENTEENTH AND EIGHTEENTH DISTRICTS.

ALONGSIDE THE

AUTHORIZED PERSONNEL ONLY FOR FURTHER INFORMATION CONTACT THE FIFTH FLOOR ADMINISTRATIVE OFFICE

NO, THERE WAS NO SIGN OF THE MAN WITH THE BEARD...















































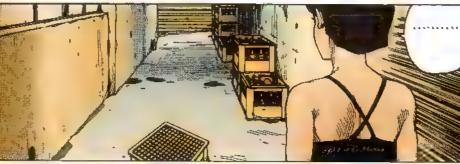












































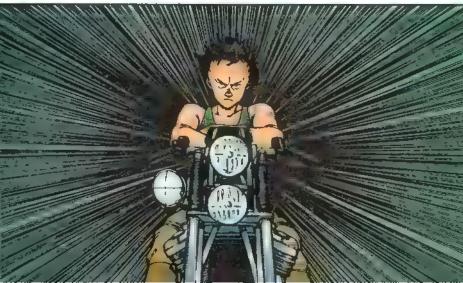






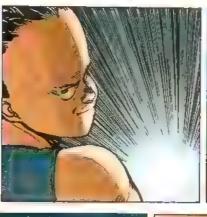
















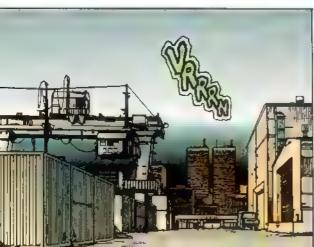
































AKIRA MORE SCENES FROM THE ANIMATED E

In issue five of our edition of *Akira* we showed material from the animated movie which had its premiere in Tokyo on July 16, 1988. On this and the page that follows, we're happy to provide a further look at the film (the number one attraction in its opening week) which was storyboarded, written, and directed by the creator of *Akira*, Katsuhiro Otomo.

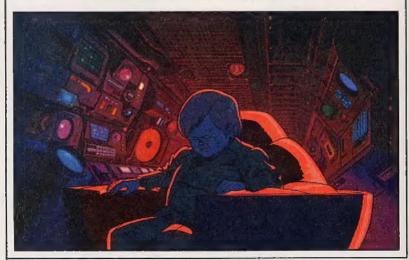
Above: Tetsuo fights a member of the Clown gang, Note that Otomo has the motorcycles shown with colored tires; this is a development now believed being considered for the future by manufacturers, Below: one of the character designs for Kaneda.





Tatsuo riding on a newly designed motorcycle.

Masaru, Number 27, inside the government helicopter searching for his fellow mutant, Takashi, Number 26.



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KATSUHIRO OTOMO

writer/illustrator

VASUMITSU SUETAKE

chief assistant to Mr. Otomo

MAKOTO SHIOSAKI SATOSHI TAKABATAKE

assistants to Mr. Otomo

HIROSHI HIRATA designer, AKIRA calipgraph

AKIRA SAITO

designer, Kodansha edition

Kodansha Ltd.

YOKO UMEZAWA with UNDA M. YORK

translation KOICHI YURI

editor. Kodansha edition

NORIYUKI OKAZAKI YUKA ANDD editorial coordinators

Epic Comics

JO DUFFY english adaptation

STEVE OLIFF

colorist

MICHAEL HIGGINS letterer

MIKE ROCKWITZ HARRY CANDELARIO MICHAEL HEISLER production

MARK CHIARELLO editorial assistant, Epic edition

> **ARCHIE GOODWIN** editor, Epic edition

War III shakes with the thunder of careening motorcycles, rings with the clatter of brutal combat. With chains, with pipes, with the very machines they ride, members of the young fugitive Kaneda's motorcycle gang move to avenge themselves upon their ruthless rivals, the Clowns. But the Clowns have a new leader. Tetsuo, Once Kaneda called him a friend. Now everyone calls him a monster. Altered by forces he does not understand, Tetsuo has become a psychic powered giant. Yet for all his power, he teeters on the brink of madness, beyond control of even the mysterious government forces who helped place him on this path in the hope of countering someone even more deadly, even more threatening. Someone called . . . AKIRA.

KATSUHIRO OTOMO'S



